

Nine
Tongues
TALES



Raphael Sadowski

ELEGANT FANTASY
CREATURE GENERATOR





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Writing & layout

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Anna Helena Szymborska

Introduction

There are plenty of random creature generators, so why would you need another one? For me, most of the otherwise great generators too often provide you with silly, or unplayable results. Half of the process is rolling for HD, damage, movement speed and resistances while the “tasty”, inspiring part is kept short or clearly neglected.

When I want to randomly create a creature from ground up I expect nothing at first, and hope that the first few rolls will make the bulk of decisions for me. Next rolls should inspire the overall theme and feel of the creature, and the final choice of features and skills should make it fun, unique and memorable.

I don't want to roll for stats. I can create the stats myself; write down resistances and attacks that make sense and result of the creature's shape, theme and features.

I want to roll for inspiration.

Thus, I present to you the Elegant Fantasy Creature Generator. Why Elegant? It should never provide you with silly results nor a randomized mess of stats. As you roll, note and combine the results you should always come out with an interesting creature, be it an NPC, a whole new race of creatures or horrible monster to harass your players with.

Have fun,
Raphael Sadowski





How to Use EFCG

1 Take Your Time

This is not one of those “on-the-flight”, improvisational generators. If you want to use it, do it at least few days before playing. Save some time to create the stats and polish your creature.

You can also roll and create a dozen of monsters at once, and then just pick what you need for every game session.

2 Prepare

Get something to make notes and a bunch of dice. You’ll need d20, d12 and d100.

3 Roll until Satisfied

Roll and note. Roll again and note again. Use single words first. Write down keywords. List the features. Every time you roll a feature that you think you can easily combine with another - do it! Shorten the list as soon as possible. Roll for as many features as you deem necessary and stop when you feel the creature is done.

4 Fill Out the Gaps

Name the creature. Think about its stats. Think about what you will do with it in your game and how your players might first encounter it. Will it be a pinnacle of your game? Major monster, heart of your dungeon or plot? A strange, but common denizen of your setting, or a unique being? Will your players rather fight it, or try to avoid it or reason with it?

5 Ready to Play

Introduce your creature to the players and have a lot of fun.





I. General Creature Type

Roll to determine what kind of creature (or creatures) it will be.

1d20	Type	Description
1-5	Humanoid	You know the deal: Two arms, two legs, torso, head. About human size.
6-7	Beast	Not humanoid, and generally larger than ordinary human; think bear, big lizard, big stag or big bird. Check next table to determine.
8-9	Pack	A group of creatures that live and work together. Not humanoid. Each creature not bigger than ordinary human.
10	Swarm	A group of small creatures that live and work together. Smaller than human.
11-12	Giant	Giant humanoid. At least 4 times bigger than ordinary human.
13-14	Monster	Giant creature. At least 4 times bigger than ordinary human.
15	Titan	A creature so colossal, humans are like insects in comparison. May be a sentient building (dungeon?) or a huge island-turtle.
16	Amorphic	Has no shape. Is either a shape shifter or an ooze, or maybe it's made of water.
17	Plant	Is a plant. Could be a tree, a fungus or a field of strange grass.
18	Static	Is a creature or an object that's unmovable for some reason. Could be a sentient altar, sorcerer bound to stone or some elder being enclosed in an eldritch eidolon.
19-20	Hybrid	Roll two more times on this table and combine the results. If you roll Hybrid again, roll once more on this table and combine the result with the ones rolled before.

Common & Odd Hybrids Examples

Examples on how to treat wacky rolls here.

Humanoid	Humanoid	Siamese, conjoined twins; two mind-sharing people; clones; lovers; siblings.
Humanoid	Beast	Centaur, naga, harpy, siren, sphinx – all kinds of human-animal hybrid.
Humanoid	Pack	Pack of rabid, wild children; wolves with human heads.
Humanoid	Swarm	Humanoid shape made of insects or maggots; swarm of faeries.
Humanoid	Giant	A giant made of humanoid bodies; humanoid that can change size.
Humanoid	Monster	Strange monster with some humanoid features; monster comprising of humanoid bodies or body parts.
Static	Swarm	Pixies in a jar; community of telepathic insects stuck in amber.
Titan	Swarm	A mega-moth made of billions ordinary moths; parasites living on a body of titanic creature (remember Cloverfield?).
Giant	Titan	Humanoid titan; a giant riding a Titan.





2. Creature Theme

Roll once. Overlay the result on the General Creature Type in your mind's eye. Imagine it. Is it enough? Go to the next step. Something missing? Roll once again and merge the results.

1d20	Theme	Description
1	Undead	It's not alive anymore. Brought back by magic or other supernatural means or born this way. Rotting flesh, missing body parts, decomposed features.
2	Construct	Someone or something build this creature. It was constructed from non-biological matter. This theme gets you as close to the "robot" as you are willing to go. May it be steam-operated, clockwork or magically animated.
3	Fungus	Whatever its basic type, it is either overgrown by fungus, made of it or is controlled by fungi.
4	Plant	Either it's made entirely of plant matter or has plant-like features.
5	Lizard	Cold-blooded, scaly, with sharp teeth and claws, or serpent-like.
6	Fish	Amphibian or water-breathing, covered in fins, great swimmer.
7	Mammal	Warm-blooded, covered in fur, thick rhino-like carapace or typical humanoid skin.
8	Avian	Covered in feathers, can have talons and/or beak. Often winged, but not necessarily flying (as granted by "Wings" or "Levitation" features).
9	Amphibious	Soft, fragile, breathing, constantly wet skin; can survive on land and in water.
10	Insect	Compound eyes, antennae, chitinous exoskeleton.
11	Mollusk/Squid	Soft bodies, sometimes a shell. Tentacles or primitive slug-like "foot".
12	Crustacean	Eye stalks, carapace, pincers.
13	Celestial	It is beautiful and awesome, often quite radiant. Think Marut, Angel, Djinn.
14	Demonic	It is hideous or plain terrifying, like if it came from a human nightmare.
15	Alien	Impossible in shape, looks like nothing you've ever seen. Strange body with strange limbs and strange joints. Not necessarily symmetric. Think H. R. Giger.
16	Fey	Its features remind you of nature and wilderness. Horns, tails, hooves, fangs, furs, animal or plant-like body parts.
17	Experiment	Someone or something conducted a series of experiments, and this creature is a direct effect of one of them. Artificially created it can either be an idea made flesh, a perfected version of other creature or a disfigured failure.
18	Eldritch	This creature was there before you. And before your race. It existed in another dimension, on another world or plane of reality. Like Alien, but in a more Lovecraftian manner.
19	Crystal/Mineral	Is a sentient crystal, or it grows crystals from its body. Maybe its bones are made of glass, maybe it has diamond skin.
20	Hybrid	Roll two more times on this table and combine the results. If you roll Hybrid again, roll once more on this table and combine the result with the ones rolled before.





Mental Faculty

If you know what you want the creature to be, just choose. Otherwise – roll.

1d20	Faculty	Description
1-4	Sentient Being	Creature is self-sentient, uses language, comes from some kind of society with developed art, culture and beliefs.
5-8	Instinctual	It is driven by basic instincts: to feed and procreate. Cannot comprehend anything more complicated. Does not use language beyond simple sounds or gestures.
9-10	Smart Animal	Like a very smart animal – a trained chimpanzee or family dog. Can learn meaning of single words.
11-13	Primitive	Just above the “Smart Animal” – is able to create art, worship gods and probably wonders about the meaning of life.
14	Genius	A pinnacle of “Sentient Being”. Extremely intelligent. Can learn any language in a manner of days. Makes precise, complex calculations.
15	Old One	It was there before you. Remembers time when your kind was scarce. For it, you are a temporary state.
16	Alien	It’s intelligence and mental faculties are impossible for a human to comprehend. It does strange things for strange reasons, and you will never know why.
17	Efficient Tool	It was created for a single purpose, and that purpose is all it needs. It acts to fulfill its role as well as it can.
18	Hive-Mind	It shares its mind with others of its kind. It’s one creature in many bodies.
19	Trapped/Swapped	It hosts a mind of other being: could be a cursed humanoid, a new biological host for a genius mind, time traveler or a being from another dimension.
20	Godlike	The creature’s mind is akin to god’s. It’s (arguably) omniscient and can communicate with anyone it wants. IF it wants to communicate at all.

Dominating Pigmentation

Roll once or twice (if you want primary and secondary color).

1d12	Color	Description
1	Black	Jet black, raven black, pitch black, glistening black, dark.
2	White	Pale, bone, off-white, pearlescent white, opal, ivory.
3	Red	Scarlet, blood red, cherry red, pale red, crimson, maroon.
4	Green	Mossy, tangy, lime, pale green, sickly green, dark green, lizard scale.
5	Blue	Blue, teal, electric blue, ink, dark blue, sky blue, blueberry, ice blue, corpse-like blue.
6	Yellow	Golden, bright yellow, sunflower yellow, sepia, sienna, mustard.
7	Brown	Tree bark, dry leaf, leather brown, cow hide, muddy.
8	Grey	Sable, silver, ash, graphite, discolored, pale, grey hair.
9	Orange	Amber, orange fruit, rust, ginger, pumpkin, fire, clay, cider, bronze.
10	Purple	Violet, ultraviolet, pink, rotten flesh, lavender, plum.
11	Translucent	Translucent skin or flesh, ooze-like, visible intestines, visible skeleton.
12	Iridescent	It changes colors. Roll some more and make it shift through this palette.





3. Random Features

Roll, until you are satisfied. Note down the results you like. Try to combine results as often as possible – if you roll “Stinger” and “Prehensile tongue”, put a stinger on the tip of the tongue and make it one feature.

Whenever you roll something you DON'T like, because it does not “fit” with the creature you imagine, note it down too, then keep rolling. Maybe you'll be able to combine it with something else, and then it'll work. If not – scratch it. But don't be afraid to have one feature you think “doesn't fit” – it will add to the overall weirdness of the creature. It's good to surprise yourself from time to time as well.

id100	Feature	Description
1	Bioluminescence	Glowing body parts or organs. Color of the light can change or form patterns.
2	Skeletal	There are bones protruding through its skin, its head is a bare skull, or the ribcage is showing. It has skeletal features, even though it isn't necessarily an undead.
3	Regeneration	It regenerates its flesh. Very fast or slowly. Must be burned, dissolved or drowned to die.
4	Wings	Leathery, feathered or anything you'd like. If you want, give it ability to flight.
5	Single Horn	Sports a single horn somewhere on its body. Ornamental or disfiguring, this horn may have function other than just a crude mean of defense.
6	Barbed Skin	There are sharp barbs protruding from the creature's body. Sharp pieces of bone piercing through skin, thorns, pointy scales or needles. Best not hug.
7	Dangerous Blood	For some reason the blood of the creature is dangerous. Could be burning. Maybe it's acid. Or poison. Whenever it bleeds it poses a new threat.
8	Additional Limbs	Four arms, three legs – it clearly has more appendages than you think it's supposed to. How about thirteen-legged spider?
9	Whip-tail	A long, whip-like tail. Could be ornamental. Look at it flex... Ow!
10	Tentacles	1d4 tentacles. Can be used to bash, climb, wrap or choke.
11	Many Eyes	It has more eyes than it should. Eyes on the back of its head? Eyes all over its body? Eyes in hidden, disgusting places?
12	Snake Jaw	Jaw is split into two parts (like in snakes), allowing to open mouth extremely wide. Enough to swallow things bigger than its head.
13	Ornamental	Creature sports a very standing-out coloration or patterns on skin.
14	Levitation	Is able to elegantly hover and fly. It can be a telekinetic power, a spell, an eldritch equipment or just the way it was born or made. Levitation tends to be more elegant, sinister and precise but slower than winged flight.
15	Shape Shifter	While it has a favorite form (type + theme) it can change shape any way it wants. Just remember about the law of conservation of mass and you're good.
16	Prehensile Tongue	Useful in some situations. Scary in others. Disturbing on any occasion.
17	Roots	Creature can grow root-like appendages that anchor it in place. Can it use them to feed and sustain itself while rooted is entirely your decision.
18	Singing	It sings. Poorly or beautifully, but it does. Should it?
19	Spikes	Creature has a lot of small spikes on its body. Spikes can lay “flat” or be retracted, until the creature needs them.





id100	Feature	Description
20	Carapace	Sports a natural armor of some kind, scales, plates, bones, shell or fins. Carapace is a part of the creature.
21	Toxin	It produces dangerous toxin in its glands. Poison can paralyze, blind, dissolve, mind-control, induce sleep or do anything you imagine. How it delivers the poison depends on its type, theme and other features.
22	Fueled	It needs specific kind of fuel to act. Without its fuel it quickly goes dormant. Think of it as a car. This fuel can be anything you want: oil, fire, tar, blood or piss. The rule matters.
23	Eye Stalks	For a better field of vision and an obvious weak spot.
24	Echolocation	It makes sound to listen to it bounce around and that's how it orients itself. So, no, being silent is not enough to become invisible to it.
25	Horns	Has a pair (or more) of horns.
26	Prehensile Tail	Can use it to hang from a tree or choke the life out of you.
27	Humanoid Form	If not humanoid, the creature can turn into one. Humanoid form is always the same one and it mimics the features of the creature's other form as close as possible (missing eye, horns, basic color scheme). If already humanoid, it can turn into other humanoid form (man into woman, weak magic user into brawny fighter and so on).
28	Photosynthesis	It can sustain itself using only sunlight and water.
29	Dangerous Saliva	For some reason the saliva of the creature is dangerous. Could be burning. Maybe it's acid. Or poison. Whenever it spits it poses a new threat.
30	Wall Crawling	For some reason, natural or magical, it can walk on walls and ceilings.
31	Compound Eyes	They suck at discerning details but are great for noticing movement. Now you know why you can't hit that fly. This creature will be reacting to moves you only started to think about.
32	Chirping	It uses parts of its body to make loud sounds. What for? Mating? Communicating? Casting spells? Mind controlling?
33	Thermovision	It can "see" heat. You decide whether it is the creature's only type of vision, or can it see "normally" as well.
34	Armor	Is covered in armor, either made especially for it, stolen or repurposed. Unlike the "Carapace" feature Armor is not part of the creature.
35	Precious Trophy	Some part of the creature is worth small fortune. For example, it could be crystal eye, golden blood, healing liver oil or precious bones or teeth.
36	Invisible	It is either constantly invisible or can switch to it on will. This invisibility can be physical (it stops reflecting light), weird (it's not registering in human minds) or magical (a spell). Whatever floats your boat.
37	Stinger	It has stinger. Not necessarily on its tail. Remember the platypus.
38	Collar	Gills, spikes, cobra hood, bony crest, ornamental collar. There's something strange going on with its neck.
39	Telepathic	It can read minds and, possibly, communicate telepathically.
40	Armed	It uses weapons. If it has hands it can be anything. If not, think about sharp spurs mounted on combat cock's legs. Either way, it armed itself, or someone else armed it.





id100	Feature	Description
41	Olfactory Superiority	Smell is the main sense of the creature. It orients itself mostly by smell and probably communicates through smell as well. It can sense and discern by smell the type of creature it's encountering just as easy as it can sense its emotion or health.
42	Wet	It's wet. Either it just came out of the water or it secretes some kind of fluid constantly.
43	Unholy Strength	It is much stronger than it looks.
44	Ignores Gravity	Can walk on walls or ceilings with ease, but without any logical reason behind it.
45	Echopraxic	Creature tends to mimic or duplicate behavior and speech of others.
46	Beautiful	Something about the creature is very aesthetically appealing.
47	Displaced	It refracts light in a strange way. May produce image like a broken mirror, seems dismembered or blurred.
48	Rider/Mount	Creature is either a rider or a mount. Pick what fits best. Then, after finishing with this creature, create the missing companion too.
49	Scent	It has a very specific, not unpleasant smell.
50	Telekinetic	Can move items with the sheer force of its mind.
51	Remote Seeing	Can see distant places or look through the eyes of other creatures.
52	Camouflage	Has a natural or magical camouflage. If not moving, it can barely be seen as a threat. Think if this camouflage is bound to a specific surrounding or is it universal.
53	Shooting	Can shoot with solid projectiles – spikes, barbs, bones.
54	Halo	A halo hovers around its head. Is it natural? Magical? Mechanical? Is it made of light or steel thorns?
55	True Rebel	The creature sports heavy piercing, tattoos or scarifications. Did it get it by itself, or did someone do it to them?
56	Burning	It burns. Or part of it burns. Or there's fire inside it.
57	Phasing	Can phase through solid matter. Can it phase through air to fly? Who knows. Can it phase through walls of your bedroom? Surely. Can it clutch your heart phasing through your chest? Possibly.
58	Stench	It has natural odor that will make humans gag and retch and fill their eyes with tears. While not poisonous, it will be close to unbearable.
59	Trading	Creature has something valuable (in its own opinion) and is willing to trade for it. What does it want in return? Food? Treasure? An errand?
60	Shark Teeth	Rows of regenerating, triangle teeth, perfect for cutting meat.
61	Sorcery	It can cast spells and has a vast mystical knowledge, much like typical magic user in your setting.
62	Code	It acts accordingly to a bizarre code of honor and will risk life to uphold it. Make sure the PCs get a general gist of this code.
63	Dismembering	It can detach parts of its body. Those body parts move and act on its own in accordance with the creature's will.
64	Umbilical	Its naturally or magically bound to something. Its parent, its nest, its shell – it can only act and maneuver in the range its umbilical cord allows.
65	Symbiote	The creature is a symbiote. Or some of its features are provided by a symbiote attached to it.





id100	Feature	Description
66	Healing	It is prized for its healing abilities. Maybe it can cast healing spells, maybe it can kiss a wound to make it better or its blood will bring people back to life. Who knows.
67	Desirable	For some reason decadent humanoid consider this creature to be sexually attractive. Be it its beautiful features, its genital structure or a sexual aura – there is a pretty good reason for this.
68	Pet Owner	Creature has a smaller partner, other creature, that act in accordance with it. Roll to create this creature companion. It has to be smaller than the owner and it can't serve as a mount for it. It's also at least one level dumber than its owner.
69	Egg Laying	Kill it! Quickly, before it lays eggs! Or is it too late...?
70	Mask	This form is only a mask. The real is something else entirely.
71	Tactile Savant	Touch is the main sense of the creature. Everything you can sense using eyes, ears and smell, it can sense better by using touch.
72	Digesting	It's currently digesting something (or someone). You can still save it. Or it has the ability to swallow you whole.
73	Blind	Either it was born that way, or it was blinded.
74	Mind Control	Somehow it can control minds of lesser creatures to do its bidding.
75	Dancing	It moves with such an unbelievable grace it's nearly dancing (as it dismembers you).
76	Contortionist	It can twist and bend its body into strange and unnatural positions.
77	Breath Weapon	Good old classic breath weapon. Fire breathing, lightning, poison cloud, anything you'd like.
78	Adaptation	This creature can adapt and maybe slightly change its anatomy in response to dangers it faces. You meet it first time and scare it away with fire? Next time it will be fire-proof.
79	Spinner	It can create threads strong enough to support its body weight. You can decide where the glands producing this thread are located, and if it's sticky, sharp or soft.
80	Steaming	Flesh of this creature is so hot it's steaming even in moderate temperatures.
81	Claws	Claws can be long or short, retractable or mounted.
82	Satellite	There is an object or a small entity orbiting around the creature. Why?
83	Smoke	It's always surrounded by smoke. Is it a humanoid smoking a hookah? A living censer? Or a salamander breathing out billowing smoke every time it opens its mouth?
84	Dangerous Eyes	Its eyes either turn you to stone, cast spells or shoot laser beams.
85	Screaming	It can emit a deafening, horrible scream.
86	Burrowing	It can easily travel through earth and loose rocks.
87	Bioelectricity	It generates an electric field around its body. It can sense other beings disturbing this field and maybe, like an electric eel, use the field to shock its prey.
88	Lantern	It emits light. It's not a biological kind of light, like with "Bioluminescence" feature. It's magical or physical. Maybe a lantern mounted on top of its head, or an open flame in its chest cavity.
89	Cursed	The creature has been cursed. Maybe the curse changed it into what it is now. Or maybe the curse forces its behavior or its strange appetites.





id100	Feature	Description
90	Hibernation	It can spend a lot of time in a state of suspended animation. Maybe it wakes up every 666 years to wreak havoc, or maybe it's currently sleeping and will be quite pissed when you wake it up.
91	Teleportation	Creature has the ability to transport itself anywhere it wants. Decide about the range and additional rules of this feature.
92	Baiting	Creature uses a bait; it can emit human voice asking for help or some body part of it looks like treasure or a piece of human.
93	Enlightening	It possesses a specific skill, or a piece of knowledge and you can learn it too. Will you have to kill it and inhale its last breath to earn it? Or will it teach you, if you sacrifice one of your ears for it?
94	Spiritual	Creature can summon and / or communicate with the spirits of the dead.
95	Third Eye	Creature has an eye on its forehead. Real, painted, tattooed or mounted. The eye is magical.
96	Shadowbound	It's either nocturnal or literally hurt by any light.
97	Language	Creature only uses its own language in communication. If you want to talk to it, you have to learn it.
98	Shocking	It can magically control lightning.
99	Builder	It builds structures whenever it has means. It can be building traps, strange monuments, alien cities or just weird nests for itself.
100	Immortal	Creature can't be killed. Period.





4. Finishing Touches

You don't have to roll on any of these tables. But if you already got a cool creature with interesting features, you can try adding some more depth to it.

You'll find a table for Peculiar Circumstances your creature might be in, a Horrifier, to make it somewhat scarier, a Weiridifier to make it more bizarre and an Attitude Randomizer that will help you set up the creature's initial approach to PCs.

Peculiar Circumstances

If you want to make the Creature's situation a little bit more complicated than it being just a random threat dwelling in the dungeon, try rolling here:

1d20	Circumstance	Description
1	Hunter/Prey	It's either a hunter or a prey. There is another creature, its counterpart, and this hunt is something that has been going on for some time now. Think of the other creature, use one you've already generated, use an NPC, or roll again to create it.
2	Lucky	People believe that seeing one is a blessing for you and your family. No local will ever tolerate anyone trying to hurt it.
3	Summoned	It was summoned here from another place. Who summoned it and why? Does it want to go home, or does it like it here?
4	Last One	Tragically, it's the last of its kind. There used to be more of them; today only this one specimen remains. Its death will be like an ending of an age.
5	In Love	Do you know the tragic story of King Kong? Well, this creature, whatever it is, just recently fell deeply and madly in love with someone. It could be one of the PCs or just some girl or guy. Or a chicken, if you will. It will chase after and "protect" its beloved.
6	Sexist	It reacts differently to each sex. It can be aggressive towards women, but friendly towards men or eat men and protect women.
7	Pregnant	The creature is going to have babies soon. Maybe it's ovipositor is full of eggs to be laid upon throats of unsuspecting victims, maybe it's surrounded by parasitic spores, or it's just having a nice old hump. It may be extra protective of its soon-to-come offspring, or maybe it's looking for a good place to prepare a nest.
8	Unrestrained Lust	Creature wants to mate. Now. Anything alive will do. And then the next one. And the next. If you don't want to, it will force you to, even if this means killing you before the mating takes place.
9	Cowardly	Its morale is very low. It will run if ever threatened or if it perceives something as dangerous. This will be sometimes pretty erratic – think of a silly cat.
10	Worshipped	There are humanoids who treat this creature as their god.
11	Tragic	Something horrible, awful and sad happened to the creature or something it cared for. It can be angry about it, grieving or weeping openly.
12	Artistic	Creature makes or collects some kind of art. It may do this consciously or not.
13	Native	Creature is native to this place. It was born here and knows every tiny secret about it.
14	Hurt	It was wounded recently. Physically, magically or mentally. It's weakened.
15	Deceived	Someone lied to the creature. Or twisted its nature in some ugly way. Its views on the current situation are false.





1d20	Circumstance	Description
16	Intoxicated	It's drunk, poisoned, sick or on drugs.
17	Vengeful	It's bent on revenge on a race / nation / character class that hurt it in the past.
18	Mad	It's mad. It's totally bonkers. Bat-shit crazy. It doesn't think and act rationally.
19	Misunderstood	In truth it's trying to save people. Help them in some way. Or stop something dangerous from happening. But its actions look threatening.
20	Treacherous	In truth it's a horrible villain, but it is widely perceived as helpful and benevolent. It's only waiting for the perfect moment to strike.

Horrifier

Want your creature to be scary? Didn't get what you were after yet? Roll here and add one or more of these features:

1d12	The Horror	Description
1	Disturbing Speech	It speaks. But only scary, ominous, horrible, horrible things. It may be repeating last words of its victims or vocalizing the laments of your yet unborn children.
2	Haunting	Whomever slays this creature will be forever haunted by its ominous spirit, slowly driving him mad or changing him to become its next vessel.
3	Devouring	It eats people.
4	Materializing	It materializes close to a person that thinks about. Or the one who repeats its name three times while looking in a mirror. It will show if you draw a symbol on the floor. It becomes visible only on Tuesdays, after midnight.
5	Contaminating	Did it bite you? Touch you? Did you spend time in its presence? You might be contaminated. Can you feel your stomach cramp? Is there white mark on your flesh where its hand gripped you? If so, you are doomed.
6	Torturer	It feeds of your pain, fear and suffering.
7	Untouchable	It can hurt people you love. It can take your dream away. It has something you value more than life itself. If you ever act against it, you will lose it all.
8	Destiny	It will chase you and haunt you forever. It will crawl from under your bed to watch you sleep at night. It will be observing you from afar. You'll never be alone for as long as it lives.
9	Bound	If it dies, you die. If it feels good – you feel good. There is a story and a reason behind these binds and they cannot be cut. Or can they? What atrocities will you commit to get rid of it?
10	Mistake	You were wrong. Everyone was wrong. You've killed a beautiful, intelligent, innocent creature that made this world a better place. You've ruined it. How do you feel about it?
11	Oneiric	You will have ominous dreams about its presence long before you even meet it.
12	Slaver	It wants you alive. And the fate of its slaves is worse than death.





Weirdifier

Not weird enough for you? Roll here to get a quick fix:

1d12	Weirdness	Description
1	Baby	It's just a baby. Wait till you see the mother.
2	Housed	Inside this creature another kind of entities live. They can be mindless parasites, angry spirits or a whole miniature civilization.
3	Displaced	Take this mermaid and put it in the desert. Move this giant underground, force it to crawl and squeeze through tight corridors. In short - take your creature and put it in the least natural surroundings.
4	Manifestation	In truth this creature does not exist. It's just a manifestation of someone's will or dream. Materialization of a belief or potential. An emanation coming from ancient obelisk. Destroy the source to destroy the creature.
5	The Head	Creature has weird head. It could be an object, head of a different creature, an emanation of energy, a plant, a body part, a god or a symbol. There is no understandable reason for it.
6	Timeless	It's a time-traveler. Or a creature living outside of standard concept of time. Or it lives its life backwards. Maybe it eats time. Maybe time is what it exudes, or radiates?
7	Suggestive	No matter it's shape and nature it has features clearly referencing to human sexuality.
8	Nut Job	No matter it's shape and nature it has a very mundane, human-like job to do, like a tailor, messenger or a cook. Despite its look it's also quite well-mannered.
9	Face	There's a living human face somewhere on its body.
10	Strange Diet	It eats something absolutely bizarre. Sand, glass, sea water, books, bones, excrements. This is the only way it can sustain itself.
11	Mirror Dweller	While it lives only in the reflected world it can still hurt you as long as there is any reflective surface around. Do you have to transport to its dimension to hurt it? Or is there another way?
12	Kin	For some reason the creature is your kin. Maybe it is your mutated twin, or your eldritch offspring conceived when you dabbled with arcane entities? Maybe it was born of your blood?





Attitude Randomizer

If you don't know how the creature should react to the presence of PCs, try rolling on this one:

1d12	Attitude	Description
1	Murdering	KILL. EVERYTHING. NOW.
2	Tormenting	It wants you to suffer.
3	Aggressive	It will attack on sight.
4	Territorial	It will attack any trespasser.
5	Defending	It is actively defending something: its lair, hoard or young.
6	Arrogant	It will ignore you while trying to show its superiority.
7	Ignoring	It will deliberately ignore your presence.
8	Oblivious	It will act as if you do not exist at all, even if you attack it.
9	Avoiding	It will do what it can to avoid meeting you.
10	Stalking	It will follow and observe you from shadows.
11	Curious	It will follow you and try to observe your behavior in different situations, before it tries to approach you.
12	Helpful	If approached with care, it will try to help you, directly or indirectly.

End Note

Hope you got what you wanted. If you liked it, tell your friends about Elegant Fantasy Creature Generator; it's not like it's expensive or something.

And if you like how I handled the topic, you might want to check out other products from my Elegant Fantasy series as soon as they come out.

Thanks for getting my book and see you soon!

